



HIT 21 ME!



Model 74050
For 1 player / Ages 8 and up
INSTRUCTION MANUAL
P/N 82384000 Rev.A

Deal me in and double down!

You're sitting at a Blackjack table in Vegas. Showing no emotion, you peek at your two cards. They add up to 16. Taking a deep breath, you tap the table in front of you. The dealer slides a card from the top of the deck and deals it to you. You turn over the card and see it's a five of diamonds. You have 21!

Now you can take the excitement of Las Vegas Blackjack anywhere you go with Hit Me 21! You'll be swinging just like the high rollers as you **coolly tap to Hit or calmly wave your hand to Stand over the felt!** Just don't bust and whenever possible, split and double-down!

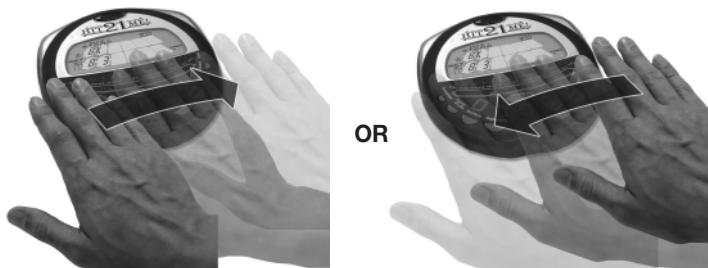
Good luck!

FEATURES AND BUTTONS

HIT MOTION - Using the game's sensors, tap or move fingers over center of felt to receive a new card (HIT).



STAND MOTION - If you don't want a new card, waive your hand across the felt (left to right or right to left) to STAND.



Notes: For the game to register your hit or stand motions you must hold your hand no more than 2 inches over the game.

ON / DEAL / HIT - Press this button to turn the game ON, begin a new game (DEAL), and receive a new card (HIT) during a game.

STAND - Press this button to STAND on the current hand dealt (not accept any new cards).

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BET / RIDE - Press this button to place your BET or let your winnings from the previous game RIDE on to the next game.

DOUBLE - Press this button to DOUBLE your bet (called DOUBLE-DOWN), if your first two cards add up to 10 or 11.

INSURE / SHUFFLE - If the dealer's first card is dealt an Ace, press the button to buy insurance that the dealer has Blackjack. Press this button to SHUFFLE the deck when the game is over.

SPLIT - When your first two cards are identical, press this button to SPLIT them into two playable hands.

SURRENDER - Press this button to SURRENDER your current hand. You can only SURRENDER during a game when the first two cards are dealt. You will lose only half your bet.

SOUND - This adjusts the game's sound.

RESET - When a blunt point is inserted, this button resets the game to its original settings.

DEALER'S HAND - The dealer's hand is represented here.

YOUR HAND - This represents your hand.



SLEEP MODE - After 60 seconds of inactivity, the game will automatically shut down, going into "sleep mode". To turn it on again, simply press the ON / DEAL / HIT button.

BATTERY INSTALLATION

This game is powered by two (2) AA (LR6) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert three (2) AA (LR6) batteries. (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

HOW TO PLAY

The object of the game is to be dealt cards that add up to be higher than the dealer's cards without going over 21. All cards equal their own number except for face cards (Jacks, Queens, and Kings), they each represent 10. Aces can be either 1 or 11.

To begin, press the ON / DEAL / HIT button to turn the game ON or wake it from Sleep Mode.

Next, place your bet by pressing the BET / RIDE button. Press it again to increase your bet.

Press the ON / DEAL / HIT button or do a HIT MOTION to have the dealer DEAL the cards.

Once you've been dealt two cards you can choose to HIT, STAND, or SURRENDER. Do a HIT MOTION to be dealt another card. If you don't want another card, do a STAND MOTION. If you wish to give up and only lose half your bet, press the SURRENDER button.

NOTE: If you want you can use the ON/DEAL/HIT or STAND button during the game.

If the dealer's hand is 16 or less, the dealer will automatically draw additional cards. The dealer will automatically STAND on 17 or higher.

HINT: It is often thought that a **player** should always STAND on 17 or higher and HIT on 16 and below. This is merely a gambler's rule of thumb and doesn't always win.

If you draw enough cards that are closer to 21 than the dealer's hand, you win!

Notes: Bright or close lighting such as halogen lights close to the product may delay game play.

ADDITIONAL TERMS AND PLAYS

BLACKJACK - When you or the dealer receives a card count of 21 on the first two cards. This can be an Ace and a face card or an Ace and a 10.

BUST - This happens when you or the dealer draws a card and the count goes over 21. If you bust, you lose.

DOUBLEDOWN - Press the DOUBLE button to double your bet if your first two cards total 10 or 11. However, you will be dealt only one more card.

FACE CARDS - These are Jacks, Queens, and Kings. Each of these cards equals 10.

HAND - This is what your set of cards is called during game play. You have a hand and the dealer has a hand. Each individual game can also be called a hand.

INSURANCE - When the dealer's first card is an Ace, you may press the INSURANCE button to place a bet that the dealer HAS Blackjack. If the dealer DOES have Blackjack and you do not, your original Bet and Insurance are returned to you.

LET IT RIDE - After you win a game, you can choose to let the amount of your winnings ride over to the next game by pressing the BET / RIDE button once. Press it again to keep your winnings and place a regular bet.

PUSH - This happens when you and the dealer have the same card count at the end of the game. This is a tie and you won't lose your bet or win any additional points.

SPLIT - If your first two cards are identical, press the SPLIT button to split your cards into two separate hands that you can play against the dealer.

Good luck!

CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.

- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA. Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed in the U.S. by:

RADICA U.S. Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



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